

What is claimed is:

- 1 1. A method for allocating computer resources for use by a program, comprising the
2 steps of:
3 allocating a first resource; and
4 allocating a second resource having a shortest distance to the first resource;
5 wherein the distance between the resources is stored as firmware portable
6 to various operating systems running the program.
- 1 2. The method of claim 1 where in the distance between the resources is selected
2 from a group consisting of:
3 a distance measured from one resource to another resource and
4 a distance measured relative to a distance used as a reference.
- 1 3. The method of claim 2 wherein the distance between the resources is measured in
2 time units.
- 1 4. The method of claim 1 wherein the distance between the resources is provided to
2 an operating system running the program upon power-up of a system running the
3 operating system.
- 1 5. The method of claim 1 wherein the distance between the resources is measured by
2 the distance between nodes containing the resources.

- 1 6. The method of claim 1 wherein the distance between the resources is provided by
2 the time taken to communicate from one resource to another resource or the time
3 taken to transfer data from one resource to another resource.
- 1 7. The method of claim 1 wherein the resources reside in a plurality of nodes each of
2 which includes at least one resource being either an I/O device, a memory device,
3 or a processor.
- 1 8. The method of claim 7 wherein resources in a node are on a same bus or share a
2 point-to-point link.
- 1 9. The method of claim 1 wherein the first resource is an input device associated
2 with a storage device storing the program or storing data associated with the
3 program.
- 1 10. The method of claim 1 further comprising the step of allocating a third resource
2 having a shortest distance to either the first resource or the second resource .

1 11. A system having computer resources for use by a program, comprising:
2 means for allocating a first resource; and
3 means for allocating a second resource having a shortest distance to the
4 first resource;
5 wherein the distance between the resources is stored as firmware portable
6 to various operating systems running the program.

1 12. The system of claim 11 wherein the distance between the resources is selected
2 from a group consisting of:
3 a distance measured from one resource to another resource, and
4 a distance measured relative to a distance used as a reference.

1 13. The system of claim 11 wherein the distance between the resources is measured by
2 the distance between nodes containing the resources.

1 14. The system of claim 11 wherein the distance between the resources is measured in
2 time units.

1 15. The system of claim 14 wherein the measured time units are provided by the time
2 taken to communicate from one resource to another resource or the time taken to
3 transfer data from one resource to another resource.

1 16. The system of claim 11 wherein the resources reside in a plurality of nodes each of
2 which includes at least one resource being either an I/O device, a memory device,
3 or a processor.

1 17. The system of claim 16 wherein resources in a node are on a same bus or share a
2 point-to-point link.

1 18 The system of claim 11 further comprising means for providing the distance
2 between the resources to an operating system upon power-up of the system.

1 19. The system of claim 11 further comprising means for allocating a third resource
2 having a shortest distance to either the first resource or the second resource.

1 20. A computer-readable medium embodying instructions that perform a method for
2 allocating computer resources for use by a program, the method comprising the
3 steps of:
4 allocating a first resource; and
5 allocating a second resource having a shortest distance to the first resource;
6 wherein the distance between the resources is stored as firmware portable
7 to various operating systems running the program.